



INSTRUCTION BOOKLET



SUPER NINTENDOTM
ENTERTAINMENT SYSTEM
PAL VERSION



INTERNATIONAL TENNIS TOUR

INTRODUCTION

Thank you very much for buying our tennis simulation game "International Tennis Tour"TM. If you like sports simulation games, don't miss the kickboxing game from LORICIEL: "Best of the Best Championship Karate"TM. Before going on the court and practising your lifts, smashes and other strokes, we recommend that you read this notice carefully.



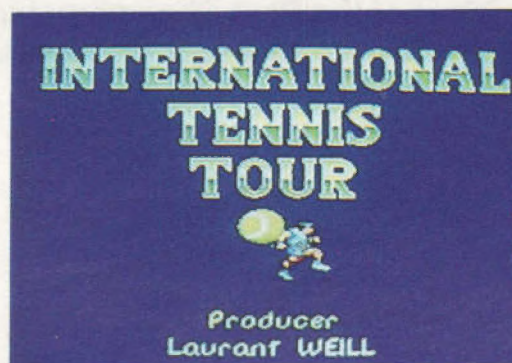
SUMMARY

CHAPTER 1 - STARTING THE GAME	2
CHAPTER 2 - HOW TO PLAY RIGHT AWAY	2
CHAPTER 3 - THE CONTROLLER	3
How to use the CONTROLLER in the menus	3
How to use the CONTROLLER during an exchange	3
How to use the CONTROLLER to serve	5
CHAPTER 4 - THE MENU	6
4.1 TRAINING	6
4.2 SINGLES EXHIBITION	7
4.3 DOUBLES EXHIBITION	8
4.4 SINGLES TOURNAMENT	9
4.5 DOUBLES TOURNAMENT	10
4.6 THE NATIONS CUP	11
4.7 THE CHAMPIONSHIP	12
4.8 THE SURFACE	15
4.9 THE LENGTH OF MATCHES	16
4.10 THE LEVEL OF PLAY	17
CHAPTER 5 - CHOICE OF PLAYERS	18
CHAPTER 6 - CONFIGURATION OF THE CONTROL PAD	21
CHAPTER 7 - PRACTICAL ADVICE	22
SCORING POINTS	22
HOW TO PRACTICE THE GAME	22
THE DEVELOPMENT TEAM	23
THE PASSWORDS	24

CHAPTER 1 - STARTING THE GAME

- 1 Make sure the power to your Super NintendoTM Entertainment system is off.
- 2 Insert your "International Tennis TourTM" cartridge into your Super NintendoTM Entertainment system (please consult manual if necessary).
- 3 Turn on power by pressing "Power" button.

Warning ! : Never insert or take out your cartridge when your Super NintendoTM is still on. Never force the cartridge into the machine.



If you feel ready to go onto the court for your first match, press any of the 4 **BUTTONS A, B, X or Y** or the **START BUTTON** when the title "International Tennis Tour" is displayed.

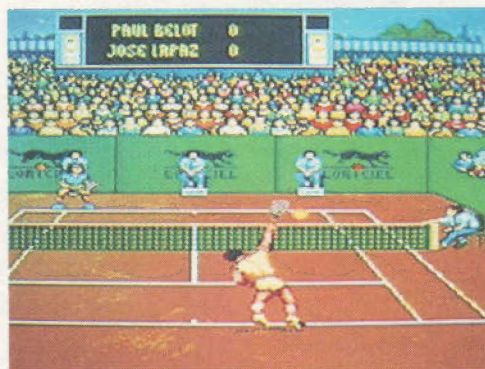
The screen before you now is the **MENU**. This shows you the options available in this game.

CHAPTER 2 - HOW TO PLAY RIGHT AWAY

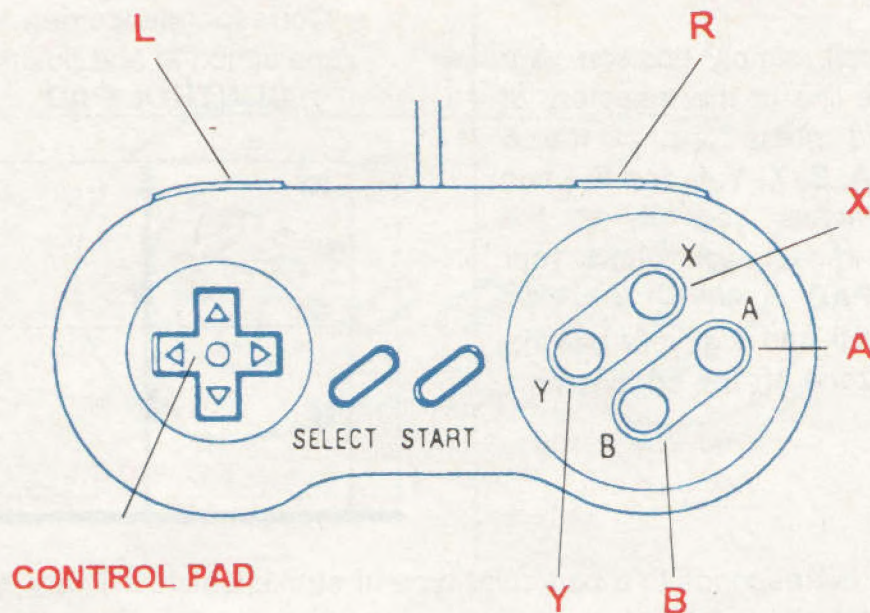
If you want to play "International Tennis Tour"TM right away, press the **START BUTTON** when the **MENU** appears, then press the **START BUTTON** again when the two faces appear.

You can now play a match of 1 SET on CLAY, against a computer-controlled opponent, at AMATEUR level.

If you wish to modify a parameter, we strongly advise you to read this manual.



CHAPTER 3 - THE CONTROLLER



The controller contains a button on the left hand side which can be moved in all directions and is called the **MULTI-DIRECTIONAL CONTROL BUTTON**, and on the right hand side and above the **BUTTONS A, B, X, Y, L and R**.

How to use the CONTROLLER in the menus

For moving from icon to icon (option to option), use the **CONTROL PAD** (a white or red cursor shows you your position) and press one of the **4 BUTTONS A, B, X or Y** to validate your choice. Having made your choice, press the **START BUTTON** to quit the **MENU** and start the game.

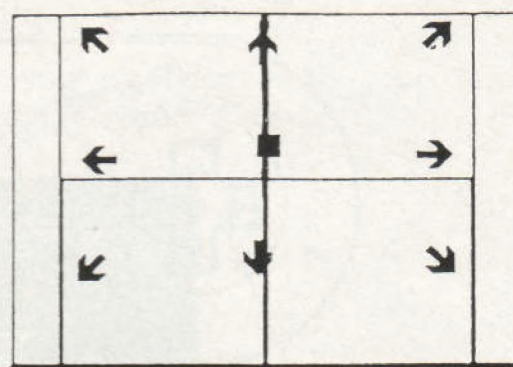
How to use the CONTROLLER during an exchange

The **START** button allows you to make a pause in the game. If you keep the **START** and **SELECT BUTTONS** pressed at the same time, the game in play is abandoned.

The player is moved around the court with the use of the **CONTROL PAD**. Just press one of the 8 directions (**UP, DOWN, LEFT, RIGHT AND THE 4 DIAGONALS**) without pressing any other button and your player will move about.

To hit the ball, simply position your player in the line of the trajectory of the ball and press one of the 6 **BUTTONS A, B, X, Y, L and R** when the ball reaches you. If, at the moment of impact, you press your **CONTROL PAD** in one of the eight directions, you can aim your ball into a particular zone of the opponents court.

Correspondence between
zone aimed at and position of
CONTROL PAD



Each button corresponds to a particular type of stroke which will vary according to whether the ball is hit before the bounce (volley) or after (base line stroke). Initially the button functions are as follows:

A NORMAL - normal balls hit with the racket flat.

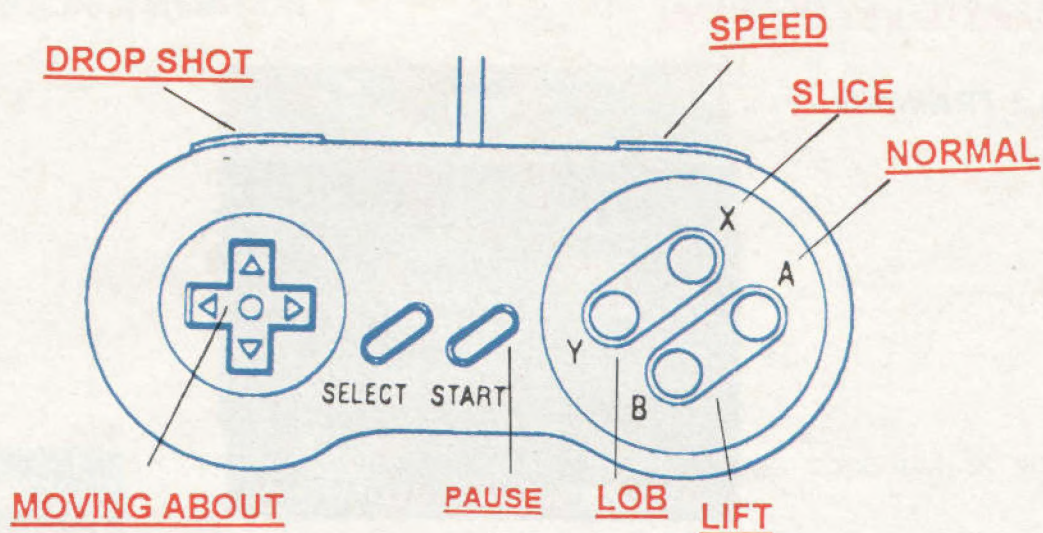
B LIFT - balls hit from a low position upwards: they have a higher trajectory than normal balls, they are shorter and they have a high, long bounce. They are very useful for keeping the opponent at the base line and for passing shots. At the net, this button executes a normal volley as in A.

X SLICE - balls hit from a high position downwards: they have a very low and longer trajectory than normal balls, and they have a low, long bounce. They are generally very effective when they are followed by the player coming up to the net. At the net you can execute very deep volleys.

Y LOB - These are also balls hit from a low position upwards, but they rise very high and are slow. They are very effective when the opponent is stuck at the net. When hit as a volley, the ball rises and is rather slow: this is a defensive stroke.

L DROP SHOT - This stroke causes the balls to slow down after they have been hit: these balls are very short, very slow and have practically no bounce. These are difficult strokes to play but they are very effective.

R SPEED - These are normal balls but very fast: use them cautiously as they are very difficult to control; they are very effective, however, when you want to outflank your opponent.



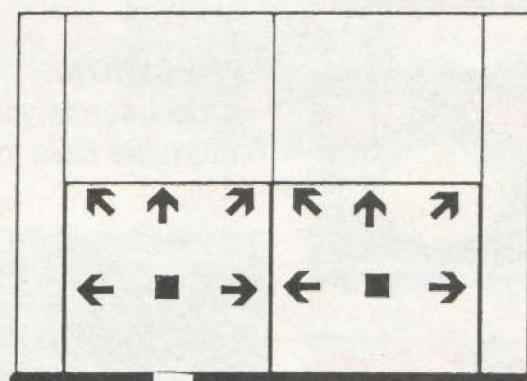
Special case: the SMASH

When the ball is passing over your head, whichever button you press, you will play a smash, i.e. a very powerful ball hit from a high position downwards.

How to use the CONTROLLER to serve

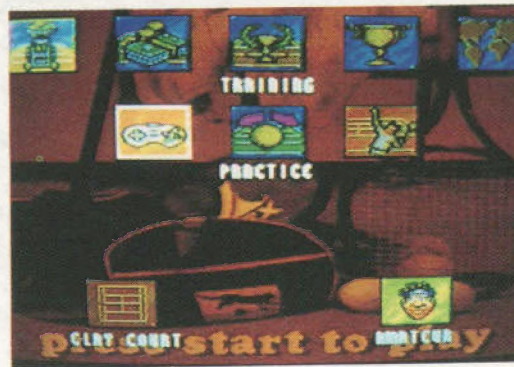
Before serving, you can move your player left or right on the base line of the court by using the **CONTROL PAD**. To serve, simply press **BUTTONS A or B**: the player throws the ball in the air. To hit the ball, press **BUTTON A** again to play a flat service (fast service) or press **BUTTON B** to play a sliced service (slower but more reliable service).

By pressing the **CONTROL PAD** in one of the directions at the moment of impact you can aim at a particular zone of the service square.



CHAPTER 4 - THE MENU

4.1 TRAINING



This consists of different exercises allowing you to progress and master the game. First select the 1st icon from the 1st line.

Several exercises are then proposed to you :



PRACTICE :

a robot sends you random balls; you have to return them. This exercise helps you to learn how to master all tennis strokes.



PRECISION :

a robot sends you random balls; in this exercise you have to return the balls into a particular zone of the court.



SERVICE :

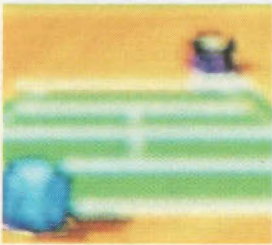
you must serve into precise zones of the service square.

4.2 SINGLES EXHIBITION



This is one singles match against an opponent of your choice.

First select the 2nd icon from the 1st line.



Then select the 1st icon from the 2nd line: the word **SINGLE** now appears on the screen.

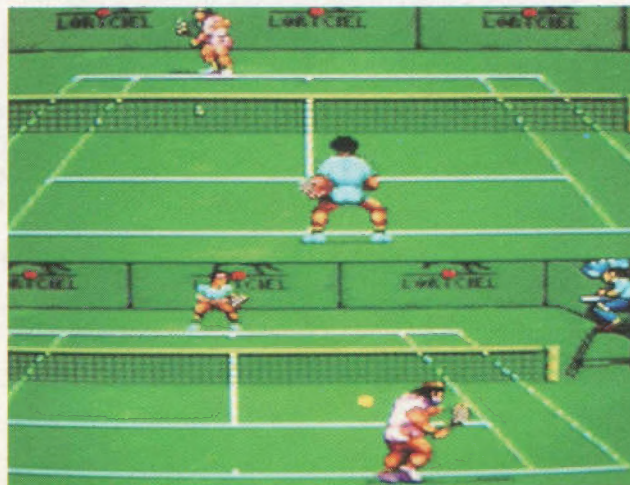
You can then either play alone against the Entertainment system, or with two players, one against the other.



1 player



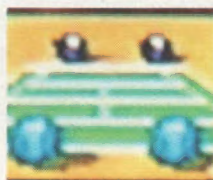
2 players



4.3 DOUBLES EXHIBITION



This is one doubles match with a partner of your choice against opponents of your choice.
First select the 2nd icon from the 1st line.



Then select the 2nd icon from the 2nd line: the word **DOUBLE**, appears on the screen.

You can then either play alone with a computer-controlled partner against computer-controlled opponents or you can play with another player, both players being either on the same side, or one against the other each playing with a computer-controlled partner.



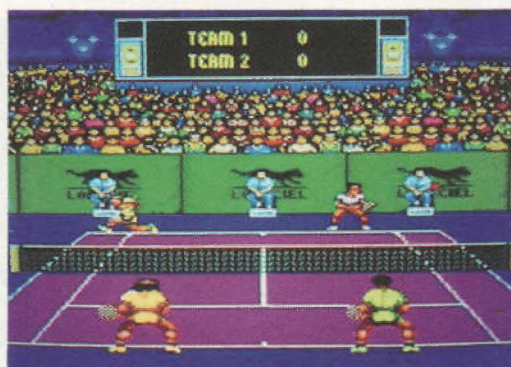
1 player



2 players in the same team



2 players in 2 different teams



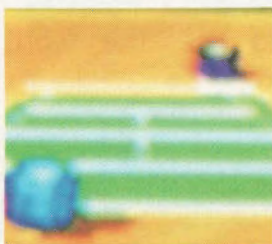
4.4 SINGLES TOURNAMENT



This is a complete singles tournament with direct elimination in 5 stages (1/16, 1/8, 1/4, 1/2 and final). A heads or tails toss-up before each match decides who will serve first: when the two coins are displayed, make your choice by moving the cursor with the **CONTROL PAD** and validate by pressing one of the 4 **BUTTONS A, B, X, or Y**. The umpire will then announce the result.



First select the 3rd icon from the 1st line.

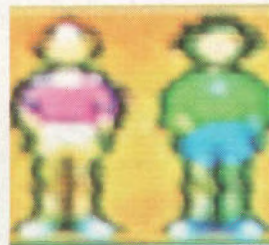


Then select the 1st icon from the 2nd line: the word **SINGLE** will appear on the screen.

One or two players can then play in the tournament.



1 player



2 players

4.5 DOUBLES TOURNAMENT



This is a complete doubles tournament played with a partner of your choice and with direct elimination in 4 stages (1/8, 1/4, 1/2 and final). A heads or tails toss-up before each match decides who will serve first: when the two coins are displayed make your choice by moving the cursor with the **CONTROL PAD** and validate by pressing one of the **4 BUTTONS A, B, X or Y**. The umpire will then announce the result.

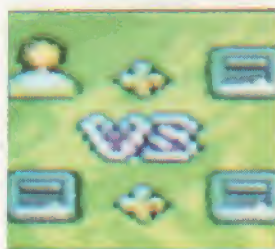


First select the 3rd icon from the 1st line.



Then select the 2nd icon from the 2nd line: the word **DOUBLE** will now appear on the screen.

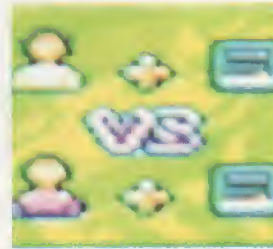
You can then either play alone with a computer-controlled partner or you can play with another player either in the same team or in opposing teams each with one computer-controlled partner.



1 player



2 players in the same team



2 players in 2 different teams

4.6 THE NATIONS CUP



You represent the country of your choice with a partner of the same nationality as your player. You will play a direct elimination tournament with the 15 other countries represented. Each round consists of 5 matches: 4 singles and 1 doubles; both players of a team will play a singles match with each player of the opposing teams.



First select the 4th icon from the 1st line

You can then play either alone with a computer-controlled partner or you can play with another player either in the same team or in opposing teams each with a computer-controlled partner.



1 player



2 players in the same team



2 players in opposing teams



4.7 THE CHAMPIONSHIP



You will experience one year in the life of the career of a professional player and try to become Champion of the World.



Select the last icon from the first line

You start the season with a budget of \$20,000 which is allocated to you by your sponsor (LORICIEL). With this money and that which you win during the season, you should enter one or several tournaments and pay your air fare (accommodation is included in the tournament registration fee).

For each tournament you can find out the following characteristics: the surface of the courts, whether there will be singles matches, doubles matches or both, the length of the matches and the prize money, as well as the tournament registration fee and the travel cost (this depends on where you start from).

In order to play in a tournament, you must have enough money to pay for the travel cost and the registration fee.

Certain weeks are reserved for the "NATIONS CUP". You do not have to pay for the travel cost or the registration fee, nor do you win any money. However, if you play well your sponsor may offer you an interesting bonus.

You must organise your agenda well throughout the year: you win sums of money according to your performances in the tournaments and the relative importance of the tournament and this money will allow you to continue your season; also, if you play very well, your sponsor may give you a bonus.

During the year, you will also have the possibility of going on a week's course in a training camp. This can be useful to improve certain strokes and you can also earn a little money if you succeed in the exercises.

If you rank highly in the world classification and according to your popularity exhibition matches may be suggested to you on certain weeks. The pay is interesting, travel and registration fee costs are paid for, but your ranking does not change.

As the season progresses, your ranking in the world classification will change continually.

At the end of the year, if you are ranked among the 8 best players in the world, you can play in the Masters Doubles and Singles Tournament.

Finally, the World Championship title is awarded and the season is over.

How to use the **CONTROLLER** with the map



Each week, when the map of the world appears, you can register for a tournament or a training camp, participate in an exhibition match or decide to do nothing. Use the **CONTROL PAD** to move the arrow from town to town. You always begin a championship in the capital of the country of the player you have chosen.

The map shows the face and the name of the player, your world ranking, your money total and the number of the current week.

The yellow spot with the player symbol represents the town of departure.

The green spots represent the training camps.

The blue spots represent tournaments.

The red spots represent exhibition matches.

* When you press one of the 4 **BUTTONS A, B, X, or Y** while the arrow is positioned on a town, the following information appears on the screen: the name of the tournament or training camp, its characteristics (surface, singles or doubles or both, length of matches and prize money), the registration fee and the travel cost (this depends on where you start from).

If you press the **START BUTTON**, you depart for this town; if you do not have the means to pay for the registration fee or the travel costs, the message "**NOT ENOUGH MONEY**" is displayed.

If this is the case, you can press the **CONTROL PAD** again and choose another town.

The proposals for exhibition matches, Nations Cup meetings and participation in the Masters tournament are automatic.

* If you position the arrow on the town of departure and if you press one of the **4 BUTTONS A, B, X or Y**, a menu appears with several options. By moving the **CONTROL PAD** up or down, an arrow will move in front of the different options - by pressing one of the **4 BUTTONS A, B, X or Y**, you validate a chosen option.

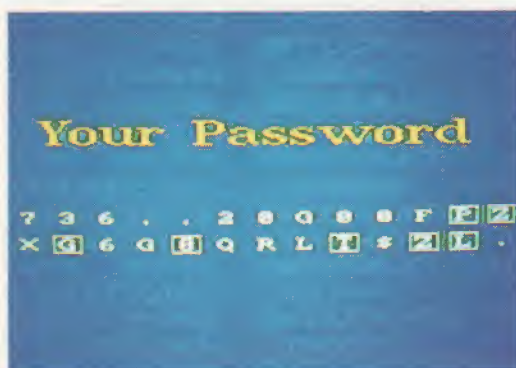


GO TO NEXT WEEK: if the week's tournaments do not interest you or if you do not have enough money, this option allows you to pass directly on to the following week.

QUIT: if you wish to abandon the championship, select this option.

CONTINUE: this option allows you to quit the menu and return to the championship.

LOAD GAME: if you want to play again in a championship that you have previously saved, select this option and then enter the **PASSWORD** of your game (see "**SAVE GAME**").



SAVE GAME: if you select this option, a **PASSWORD** is displayed. Note it down carefully because it will permit you to restart a game at the exact place you left it.

Warning ! : you must be sure to differentiate between normal letters and framed letters.



4.8 THE SURFACE

The 1st icon of the last line of the menu allows you to choose the type of surface you will play on (except in the **NATIONS CUP** and in a **CHAMPIONSHIP**).

4 surfaces are proposed:



CLAY COURT :

slow surface with high bounce.



GRASS COURT :

fast surface with low bounce.



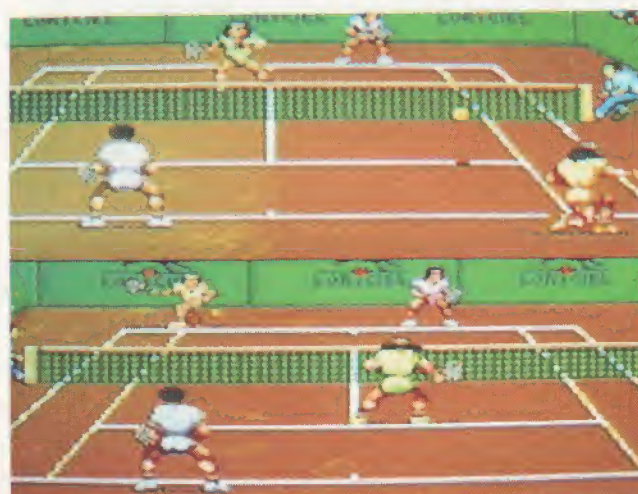
HARD COURT :

average speed surface with normal bounce.



INDOORS COURT :

quite fast surface with normal bounce.



4.9 THE LENGTH OF MATCHES

The 2nd icon of the last line of the menu allows you to choose the length of the matches that you are going to play (except in **TRAINING** and in **CHAMPIONSHIP**).

3 lengths are proposed to you :



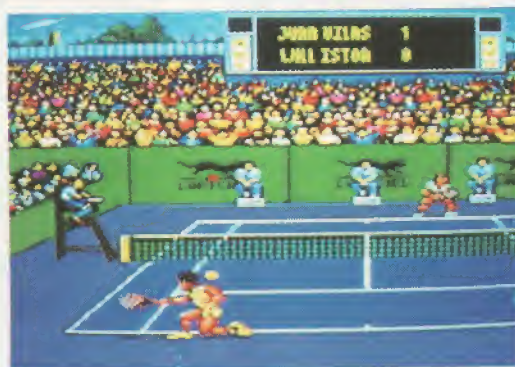
1 SET : the player who wins the set wins the match.



3 SETS : the first player to win 2 sets wins the match.



5 SETS : the first player to win 3 sets wins the match.



4.10 THE LEVEL OF PLAY

The 3rd icon of the last line of the menu allows you to choose your level of play.

3 different levels are proposed:



BEGINNER :

the speed of the game is average and the computer automatically moves your player towards the ball, which puts you in a good position to hit the ball.



AMATEUR :

the speed of the game is average but you must move your player yourself.



PROFESSIONAL :

the speed of the game is fast.



CHAPTER 5 - CHOICE OF PLAYERS

After quitting the **MENU** by pressing the **START** button the computer asks you to choose your player and your opponents (according to the type of game selected).



By pressing the **CONTROL PAD** in one direction, you can move the white cursor onto the faces of the play ers you can choose from. By pressing **BUTTONS A** or **B** you can scroll through the faces of the different players. When you have made your choice, press the **START BUTTON** to start playing.



NAME : CARTER
First Name : Dan
Country : USA
World Ranking : 1
Age : 24
Type of game : All round
Strong points : All
Weak point : None



NAME : JONES
First Name : Mike
Country : USA
World Ranking : 6
Age : 28
Type of game : Volleyer
Strong points : Forehand, Volley
Weak point : None



NAME : GOMEZ
First Name : Luis
Country : SPAIN
World Ranking : 10
Age : 27
Type of game : Attacking
Strong points : Base line strokes
Weak point : None



NAME : SUAREZ
First Name : Ed
Country : SPAIN
World Ranking : 18
Age : 22
Type of game : Defensive
Strong points : Base line strokes
Weak point : Volley



NAME : SHIMA
First Name : Yuji
Country : JAPAN
World Ranking : 4
Age : 26
Type of game : Defensive
Strong points : Base line strokes
Weak point : Smash



NAME : SATO
First Name : Ken
Country : JAPAN
World Ranking : 15
Age : 29
Type of game : Volleyer
Strong point : Forehand Volley
Weak point : None



NAME : LLOYD
First Name : Alan
Country : UNITED KINGDOM
World Ranking : 23
Age : 32
Type of game : Attacking
Strong point : None
Weak points : Base line strokes



NAME : ROBERT
First Name : Guy
Country : UNITED KINGDOM
World Ranking : 33
Age : 27
Type of game : Volleyer
Strong point : None
Weak points : Base line strokes, Smash

**NAME : RACHA**

First Name : Tan
 Country : INDIA
 World Ranking : 14
 Age : 31
 Type of game : Defensive
 Strong point : None
 Weak point : None

**NAME : RUAH**

First Name : Ajan
 Country : INDIA
 World Ranking : 43
 Age : 19
 Type of game : Volleyer
 Strong point : None
 Weak points : All

**NAME : RECCI**

First Name : Vito
 Country : ITALY
 World Ranking : 11
 Age : 23
 Type of game : Attacking
 Strong point : Forehand
 Weak point : Smash

**NAME : FARDO**

First Name : Lino
 Country : ITALY
 World Ranking : 25
 Age : 29
 Type of game : Volleyer
 Strong point : None
 Weak points : Forehand, Smash, Service

**NAME : PEDRO**

First Name : Luis
 Country : ARGENTINA
 World Ranking : 12
 Age : 27
 Type of game : Attacking
 Strong point : Forehand
 Weak point : Forehand Volley

**NAME : VILAS**

First Name : Juan
 Country : ARGENTINA
 World Ranking : 26
 Age : 26
 Type of game : Volleyer
 Strong point : None
 Weak points : Forehand, Forehand Volley, Service

**NAME : BERG**

First Name : Marc
 Country : SWEDEN
 World Ranking : 2
 Age : 25
 Type of game : All round
 Strong points : All
 Weak point : None

**NAME : BEKM**

First Name : Chris
 Country : SWEDEN
 World Ranking : 7
 Age : 29
 Type of game : Volleyer
 Strong points : Volley, Smash, Service
 Weak point : None

**NAME : PERON**

First Name : Paul
 Country : SWITZERLAND
 World Ranking : 22
 Age : 18
 Type of game : Volleyer
 Strong points : Forehand, Service
 Weak points : Volley, Smash

**NAME : ISTON**

First Name : Will
 Country : SWITZERLAND
 World Ranking : 50
 Age : 21
 Type of game : Returner
 Strong point : None
 Weak points : Forehand, Forehand Volley, Smash

**NAME : STERN**

First Name : Hans
 Country : AUSTRIA
 World Ranking : 21
 Age : 35
 Type of game : Defensive
 Strong point : None
 Weak points : Volley, Smash, Service

**NAME : KURGEN**

First Name : Jim
 Country : AUSTRIA
 World Ranking : 36
 Age : 20
 Type of game : Defensive
 Strong point : None
 Weak points : All



NAME : MULLER
 First Name : Yann
 Country : GERMANY
 World Ranking : 3
 Age : 22
 Type of game : Volleyer
 Strong points : Volley, Smash, Service
 Weak point : None



NAME : MEYER
 First Name : Eric
 Country : GERMANY
 World Ranking : 20
 Age : 25
 Type of game : Attacking
 Strong points : Base line strokes
 Weak point : None



NAME : RAMON
 First Name : Luis
 Country : BRAZIL
 World Ranking : 24
 Age : 21
 Type of game : Defensive
 Strong points : Base line strokes, Service
 Weak point : Forehand Volley



NAME : LINES
 First Name : Juan
 Country : BRAZIL
 World Ranking : 49
 Age : 22
 Type of game : Volleyer
 Strong point : Service
 Weak point : Forehand



NAME : BELOT
 First Name : Paul
 Country : FRANCE
 World Ranking : 5
 Age : 25
 Type of game : All round
 Strong points : All
 Weak point : None



NAME : LARD
 First Name : Marc
 Country : FRANCE
 World Ranking : 13
 Age : 29
 Type of game : Attacking
 Strong points : Base line strokes, Service
 Weak point : None



NAME : LAPENA
 First Name : Jim
 Country : MEXICO
 World Ranking : 16
 Age : 28
 Type of game : All round
 Strong points : Base line strokes
 Weak points : Volley



NAME : LAPAZ
 First Name : Jose
 Country : MEXICO
 World Ranking : 30
 Age : 25
 Type of game : Returner
 Strong point : Forehand
 Weak points : Forehand, Volley



NAME : AUSTIN
 First Name : Ned
 Country : AUSTRALIA
 World Ranking : 8
 Age : 25
 Type of game : All round
 Strong points : Volley, Smash
 Weak point : None



NAME : COREY
 First Name : Sam
 Country : AUSTRALIA
 World Ranking : 31
 Age : 28
 Type of game : Volleyer
 Strong points : Volley
 Weak points : Base line strokes, Smash



NAME : BALEY
 First Name : Rick
 Country : NEW-ZEALAND
 World Ranking : 9
 Age : 31
 Type of game : All round
 Strong points : Forehand, Forehand Volley, Service
 Weak point : None



NAME : REFORD
 First Name : Ned
 Country : NEW-ZEALAND
 World Ranking : 32
 Age : 25
 Type of game : Returner
 Strong point : Forehand
 Weak points : Forehand, Forehand Volley, Smash

CHAPTER 6 - CONFIGURATION OF THE CONTROLLER

Before each match, when the face of your player is displayed on the screen, position the white cursor on the face and press the **SELECT BUTTON** if you wish to change the configuration of your control pad by assigning a different type of stroke to each button.

All you have to do is to position the white cursor on a particular type of stroke and press the button to which you would like to assign this stroke: the button symbol will then be displayed under the number of the stroke you have chosen. Validate your choice by pressing the **SELECT BUTTON** once more.

Each number corresponds to a particular type of stroke:



1 **NORMAL**

2 **LIFT**

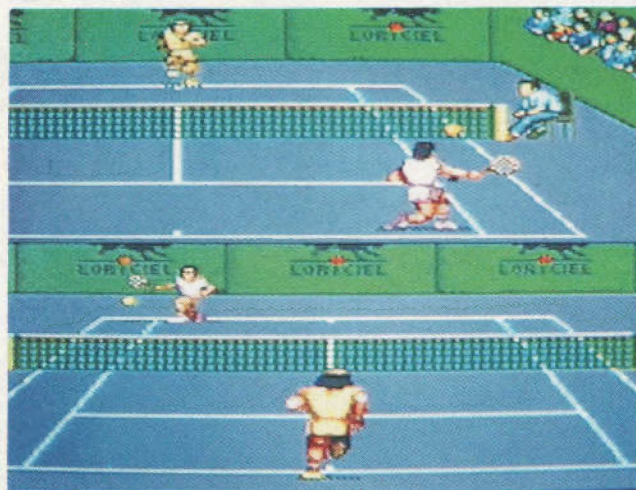
3 **SLICE**

4 **LOB**

5 **DROP SHOT**

6 **SPEED**

Refer to chapter 2 for further information on the different types of strokes.



CHAPTER 7 - PRACTICAL ADVICE

SCORING POINTS

To win a **GAME** you must have won at least 4 points with at least 2 points more than your opponent. The first point is called 15, the second 30, the third 40. If both players have 40 points, the next point is called **ADVANTAGE**. If the player who has the **ADVANTAGE** wins the next point, he wins the **GAME**, if not, the score is called **DEUCE**.

To win a **SET**, you must win at least 6 games with at least 2 games more than your opponent. If the score of the set is 6-6, a decisive game is then played: the **TIE BREAK**.

To win a **TIE BREAK** you must win at least 7 points with at least 2 points more than your opponent.

HOW TO PRACTICE THE GAME

If you are a beginner to "INTERNATIONAL TENNIS TOUR"™, we recommend that you use the **TRAINING-PRACTICE** mode to thoroughly familiarise yourself with the handling of your player. Use the **BEGINNER** mode to learn to master all the different strokes and play in **AMATEUR** mode to practice moving your player.

Then you can try the **PRECISION** and **SERVICE** options of the **TRAINING** mode to learn to position your balls.

Also try the different court surfaces to get familiar with the way the ball bounces.

When you have mastered all these exercises you will be fit to confront the different players proposed by us.



THE DEVELOPMENT TEAM

Producer : Laurant WEILL

Project and Design Manager : Christophe GOMEZ

Development Manager : Bernard AURE

Programming : Olivier RICHEZ - Carlo PERCONTI - Vincent BAILLET - Alexis L'ESEIGNEUR

Animation : Lyes BELAIDOUNI

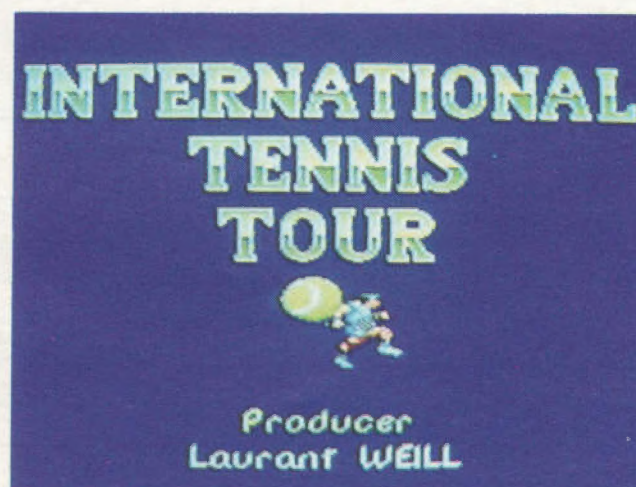
Graphics : Stéphane BEAUFILS - Philippe TESSON

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